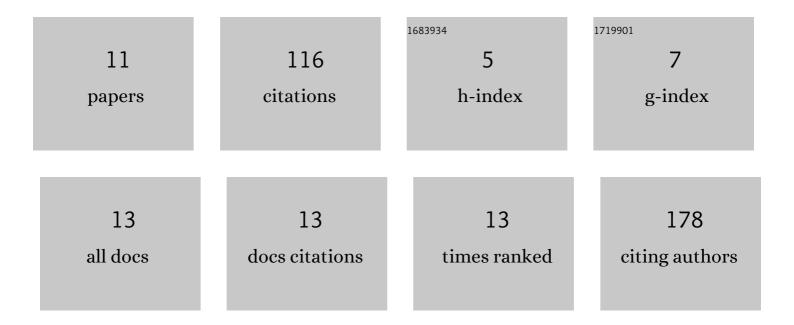
## Fares Kayali

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2824116/publications.pdf Version: 2024-02-01



FADES KAVALL

#	Article	IF	CITATION
1	Game-Based Rehabilitation for Myoelectric Prosthesis Control. JMIR Serious Games, 2017, 5, e3.	1.7	43
2	Design considerations for a serious game for children after hematopoietic stem cell transplantation. Entertainment Computing, 2016, 15, 57-73.	1.8	20
3	A Web-Based Mobile App (INTERACCT App) for Adolescents Undergoing Cancer and Hematopoietic Stem Cell Transplantation Aftercare to Improve the Quality of Medical Information for Clinicians: Observational Study. JMIR MHealth and UHealth, 2020, 8, e18781.	1.8	15
4	Large-scale audience participation in live music using smartphones. Journal of New Music Research, 2020, 49, 192-207.	0.6	13
5	MyoBeatz: Using music and rhythm to improve prosthetic control in a mobile game for health. , 2019, , .		10
6	Using Game Design to Teach Informatics and Society Topics in Secondary Schools. Multimodal Technologies and Interaction, 2018, 2, 77.	1.7	5
7	Evaluation of Informative Content of Health Data Submitted Through a Mobile Serious Game. Lecture Notes in Computer Science, 2019, , 366-376.	1.0	3
8	Serious game scores as health condition indicator for cancer patients. Studies in Health Technology and Informatics, 2015, 210, 892-6.	0.2	3
9	Einsatz von virtuellen RundgÃ <b>¤</b> gen in der Distanz-Laborlehre. MedienpÄdagogik, 0, 47, 196-219.	0.3	3
10	Youth and Interculturality in Vienna: Gaming Intervention in Intercultural Contexts—Two Project Cases. , 2021, , 207-224.		0
11	Novel Technologies in Upper Extremity Rehabilitation. , 2021, , 215-230.		0